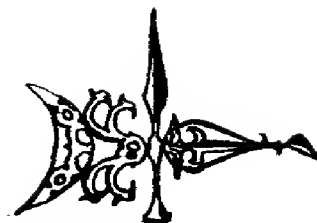


Anduin



#8 By Eric Kane 15 March 1982
1976BU, 1981IE, IM, IP, IR, KE, KI, 1982D, Youngstown I, Chess.

Circulation: 69

Welcome to the 8th consecutive issue of Anduin. Also included in this little package is Helcaraxe, a new 'zine put out by Brian Lorber. If you recieved Anduin #7, you would have found out that Anduin and Helcaraxe are going to be jointly run by Brian and myself. Helcaraxe is not a subzine but a fully independant 'zine in its own right. Remember, don't send Brian any money because I am the one paying for this thing.

NOTICE TO ALL PLAYERS IN THE YOUNGSTOWN GAME!: At the request of one of the players, I am delaying this game for a month. Some of the players still don't have maps and rules so I am sending them out as soon as I can. The new deadline is April 10, 1982.

A few people have written to me warning me about letting my GMing load get to heavy. I appreciate this concern but don't worry. I intend to run a total of about 10-11 games of which maybe 2 or 3 will be variants. I am close to this right now and I have already closed entrances to Regular DIP games. I still have a few openings in 1885II, Middle-Earth, and Anarchy. Of course, Brian has openings in Regular Dip and maybe some variants also.

Okay, now for some hobby news. No one has heard from Glenn Overby in over three months. Looks like he is folding JIHAD! I feel sorry for poor Kathy and John Daly who are going to have to place over 20 games! No one knows the result of Glenn's poll for new zines so I don't know what's going to happen about that. Nobody tells me anything!!!

Included in this issue should be the games, some letters, and yes, this time I am making room for Ozog's press in '81IP! Oh yes, there will also be some more house rule changes. I am taking out one of the new ones given last issue and adding a couple more. Sometime in the near future I am going to print up a House Rule/Mailing List issue for convenience. Probably around issue #10.

LETTER BOMBS

Seems as if I have some space left over on the first page so I'll start the letters hear.

From John Boardman: ((19 February, 1982))

Thanks for Anduin #7, which arrived today. There is not much reason to say anything about the Walker-Coughlan-Berch buisness; beasts behave according to their natures. Walker disqualified himself from serious debate when he announced that he would reprint and circulate Charles Brannan's silly notion that Charles Reinsel is a Boardman hoax. Tapscott's name hasn't appeared in any of my zines for over 8 years; the last anyone saw of Tapscott he had disappeared into the desert of Deseret with two Irish clowns named Hylas and Philonous. The only thing remarkable about this precious trio or Brux is that they think people want to

recieve letters from them. So I have heaps of junk laying around from Curley Coughlan, Larry Berch, and Moe Walker. First offer takes it. Bidding starts at one rusty Wallace button and a battered copy of Peeryara.

((Oh, a wise guy ay? Yuk yuk yuk!))

From John Caruso.

Eric, Rec'd A#7 and I must say it keeps getting better with every issue. Keep up the good work. I see I must answer your letter column so here goes nothing-

To Gary - My apologies if I hurt your feelings or offended you. We both know who did the fake TSS, Tom Swider. I only printed the stuff about the fakes to illustrate a point that people will believe a story with 1/2 facts, 1/2 fiction. Sort of the way Eric Kane, Ken Halpern, and Kathy fell for Eric Ozogs stuff. If you place enough stuff close to the truth in an article or letter, you can make people believe its true.

As for Berch and Walker - Since when does anyone need either or both of your permission to write an opinionated letter? Is there anything that I will be able to write anywhere, where the 2 of you won't have an answer for it? Even my humorous and fictional stuff, you 2 must make public comments about.

((I'm afraid I have to disagree with John concerning Walker and Berch. If you write something, you have to be prepared for someone else to write about the opposing point of view. It's only fair that if you make a statement about something, and I print it, that I also print someone else's reply. I don't think that they thought what you wrote last issue was humorous either. It is their right to reply to any statement you make. As for Gary, I'm sure he will be glad that you have apologized.))

From Mark Berch: February 23, 1982.

Back in Anduin #7, I had mentioned that Boardman attacks people in his zine, but does not let them defend themselves, a problem that a number of people (not just me) have run into. He has never given a reason for this attitude, but you give one: "Once John sees something done that does not comply with his "morals", he wants to have nothing to do with that person ever again." You also say, "Correct me if I'm wrong." You are, in fact, wrong. I have had a couple of major run-ins with him, one of which I referred to briefly last issue. During the period of time in which he he refused to let me defend my actions in Braustark, he continued to carry on a correspondence with me on the matters under discussion. If he wanted to have "nothing to do with" me, why on earth would he continue to correspond? Another fact is that he does not denounce you once, in one issue, and then ignore you as your explanation would imply. I was called a "liar" in issue after issue, over a period of months. So far from having nothing to do with me, he kept up the drumbeat of criticism. And normally speaking, he doesn't send copies of his attacks either.

Anduin looks splendid, but, purely in my opinion, you've got an awful lot of games going, especially for a novice GM. Believe me, it's a lot easier to put out issue #7 than #27, because the stuff is probably not a chore yet. Don't push yourself anywhere

even close to your limits, because a squeeze will almost assuredly occur later and you will want to have some "give".

((Thanks for the nice comments and the advice. As I explained on the first page, I am not starting any new games except for maybe two variants. But that is it until some of the games end. Don't worry, I intend to be pubbing for quite some time to come. I have never enjoyed something so much as pubbing. But then again, I haven't let it take over my life, yet!))

+++++

Yes, it's time for yet more fun and exciting House Rules! First, remove XIV, where-in I said that there could be no draws or concessions before the season of Spring, 1905. Jack Fleming pointed out to me that the games are not played for what the gm considers "their full potential" as I stated last issue. But rather for the players satisfaction. If everyone wants to end the game, that's there problem. Not that this is a bad thing for players to do, but it is their decision and their right.

Now for the new house rules.

XVI: Retreats. If there is only one option for a retreating unit, the gm will arbitrairely retreat that unit to that one space. However, if the player wishes for the unit to be removed instead of retreated, then he must contact the gm by immediate return mail, phone, or in some other way so that the order is recieved no latter than 10 days after the zine is mailed.

In the case of an NMR, all units dislodged will be removed by the gm.

XVII: If a vote is called for, and a player doesn't not vote on it along with his orders for the next turn, the gm will count it as a "yes" vote. Be it for a concession, combination of turns, or whatever else may concern the game. If you can't spare the time to write yes or no on your order sheet and indicate what it's for, then I'm not going to penalize the rest of the players who may want to speed up the game or end it.

That's enough for this issue. You can be sure that I'll be back with more of 'em next issue!

+++++

CHES

Bimbobrain that I am, I forgot to send in my order for the Chess Stampers and rub-ons to the USCF. Sorry, I'll try to remember so that I can have them for next issue.

White (Cameron) vs Black (Larzelere):

| White | Black | White | Black |
|----------|-------|----------|-------|
| 1: P-KB4 | P-QN3 | 4: B-K2 | P-QB4 |
| 2: N-KB3 | B-N2 | 5: O-O | N-QB3 |
| 3: P-K3 | P-K3 | 6: P-QN3 | ... |

White is off to a very strong start and is in good defensive position. As well as good potential striking power. However, although not quite as well developed yet, Black has in no way jeopardized the game. He might have done better to develop more on the King side but now he is committed to a Quenn's game. Not that that's terrible but I prefer it the other way!

White (Kaplan) vs Black (Kane):

| | | | |
|----------|------|----------|-------|
| 1: P-Q4 | P-Q4 | 3: P-KN3 | P-K3 |
| 2: P-QB4 | PxP | 4: B-N2 | P-QB3 |

Don't ask me what made me accept the Quenn's gambit. I decided I wanted to try it and now I'm regretting it! I'm poorly developed so far moving nothing but pawns and my defense is weak. All is not lost though, yet!

White (Brooks) vs Black (Felella):

| | | | |
|----------|-------|-----------|--------|
| 1: P-K4 | P-QB4 | 7: NxF | B-N5ch |
| 2: P-QB3 | N-QB3 | 8: B-Q2 | BxB |
| 3: P-Q4 | P-K3 | 9: QxB | N-K2 |
| 4: PxP | P-K3 | 10: Q-QN4 | O-O |
| 5: N-QB3 | P-Q4 | 11: Q-Q2 | QxF |
| 6: B-QN5 | PxP | 12: B-Q3 | R-Q1 |

13: R-Q1 P-QN3 14: N-B3 ...

Despite some minor mistakes on Whites part, he has Black on the run and has a chance to really capitalize in the next few moves although Black's defense is strong. My guess is that there will be heavy fighting in the Queen's row! What else could you expect when five major pieces are lined up in that row!

+++++

After talking to a number of gm's including John Boardman and John Caruso, it seems that no one likes my house rule about convoys. Therefore, I am going to omit it from my house rules unless a majority of current players in Anduin would like it in. I personally happen to like it but it's your games so you decide. So if 20 or more people tell me that they like it and want it in, then I will keep it, if not, then out it goes. One more thing about the new HR's in #7. In rule #XIII, change it to DIAS period. The whole part about 2 people controlling 24 centers and 3 people controlling 30 centers etc. From now on it's just plain Draws Include ALL Survivors.

+++++

1976BU

"Winter, 1912"

"Spring, 1913"

France (Quirk): Builds F Bre & F Mar (14).

Germany (Halpern): Even (3).

Austria (Ellis): Even (1).

Russia (Ellis): Builds F St.P(nc), A War, & F Sev (16).

Spring: RUSSIANS COME CLOSER BUT F/G CO-OPERATE

France: F_EAS-Ion; F NAP S F Eas-Ion; F_ADR-Tri; A_ROM-Ven; A_PIE-Tyr; F Mar-LYO; F Bre-MID; A BUR S GERMAN A Mun; A_KIE-Ber; A_HOL-Kie; F Den-SKA; F Hel-DEN; F Nrg-BAR; F NTH S GERMAN F Nwy.

Germany: A_MUN_S_FRENCH A_Kie-Ber; F_Swe_S_F_Nwy; F NWY S FRENCH F Nrg-Bar.

Austria: F_VEN-Tri.

Russia: F_ST.P(nc)-Bar; A_LVN-St.P; F Bal-SWE; A FIN S F Bal-Swe; A PRU S A Ber; A_BER_S_A_Tyr-Mun; A War-SIL; A BOH S A Tyr-Mun; A_TYR-Mun; A_TRI_S_AUSTRIAN A_Ven; A ALB S A Tri F_GRE-Ion; F TUN S F Gre-Ion; F Con-AEG; A SMY H; F Sev -BLA.

The German F Swe retreats to Bot. Orders for Fall, 1913 are due by April 9, 1982. A draw has been proposed between the

surviving countries. Please vote on this with your Fall orders.
NVR=Yes.

PRESS:

Austria: 4 way draw anyone? Or perhaps you all realize it's time to concede to me.

+++++ "Winter, 1901"
1981KE

FORCES BUILD UP FOR UPCOMING SPRING

The vote to combine seasons failed and thus are seperated.

England (Martin): Builds F Lpl. Also has F's Nth, Nwg, & A Nwy (4).

France (Morris): Builds F Bre & A Par. Also has F Wal & A's Bel & Por (5).

Germany (Ashley): Builds F Ber & A Mun. Also has A's Kie, Hol, & F Den (5).

Italy (Rauterberg): Even. Has A's Ven, Tyr, & F Ion (3).

Austria (Murray): Builds F Tri & A Bud. Also has F Gre & A's Bud & Ser (5).

Russia (Carter): Builds F Sev & A Mos. Also has F's Swe & Rum, & A's Ukr & St.P (6).

Turkey (B. Lorber): Builds F Ank. Also has A's Con & Bul & F Bla (4).

Orders for Spring, 1902 are due by April 9, 1982.

+++++ We now take a break from the usual games and bring you a story from my newest subscriber, Gregory Stewart. And now for the furthur adventures of the nude desperate man (those of you who get Just Among Friends will be familiar with the charecter but even if you don't get JAF I'm sure you'll enjoy this story!).

The thin nude desperate man had traversed many leagues and faced untold dangers to arrive at last in that mythical & utopic kingdom of Anduin. He had come to see that legendary teenage enchanter-cum-necromancer, printer of tabloids, arbitor of jousts, known far & wide throughout the land of JAF as Ericane.

The tall desperate one had carefully memorized a number of powerful spells in case he was accosted by brigands. So far he had been able to skirt the most dangerous places and had been ignored by the lesser places. His travels had taken him across a mighty forest, a large mountain range, a small toxic swamp, then a big beautiful river. Now he was resting from his swim in what appeared to be some sort of park near a city of tall buildings.

Anduin. His heart raced. He prepared himself for the upcoming encounter with the magician by concentrating on a single magic particle which he called new treenos. While deep in meditation, he was tapped on the shoulder by someone. Looking behind him he saw two blue clad soldiers or perhaps sailors. They carried small shields that bore witness to the fact that they worshipped an obscure sub-demon known as NYPD. They spoke:

"Come on with us, buddy, ya can't run around like that."

"Like what?" Inquired the desperate man.

"Nekkid," Said the big one, brandishing a large wooden club. "Don't give us no problems."

They grabbed the naked man and began to drag him across the grass.

"Where are you taking me?" He asked.

"Downtown to the station house."

"But I don't want to go there. I want to see Lord E!"

"Tough, you can see him after we book you."

"Hands off, harlequin & rogues!! You ~~is~~ not turn me into a book!" Shaking one hand free, the desperate man uses a 5th level spell. Unfortunately his arm was jerked and the spell came out as a mass telepath.

One policeman thought "Why the hell isn't Smith helping me more, the damned faggot?"

The other cop thought "Call me a faggot will ya, Kuzinski? You Polish pig."

Polish pig huh? I shoulda punched you out a long time ago, fruit."

"Try it, hamhock."

The two circled off into a skirmish while the desperate one ducked down a concrete stairways dedicated to some entity known as "IND". As he went down he noticed people milling about a concrete platform. An obstruction barred his way, but a small hop solved that problem. He approached the edge, expecting water to be streaming by. Instead there was two iron bars and a rumbling sound that grew louder. He saw a large object coming down a tunnel. It had to be a dragon. Closer it came. Closer. At last it burst into the light. It had a large orange "D" on its front -indeed it must stand for dragon. It stopped and the people clambered aboard, sacrificing themselves to the monster. It left slowly, and the desperate man decided he was not going to let all those people die in vain. He used his most powerful spell, monster summoning. A rumble came from the tunnel. Another monster came spewing out, this one with a "B" on it. Beast! The desperate man ran out of the underground. Let the two monsters destroy themselves. A man was walking down the stairs. His eyes went wide when he saw the dirty, nude desperate one.

The desperate man spoke to him: "No need to sacrifice yourself, I've sent a beast after the dragon. It's safe now." The man continued walking down but a little more rapidly now. The desperate one shrugged. Some people were just plain suicidal.

This Anduin was a strange place. Silver dragons flew overhead constantly eliciting no notice from the crowd. Here there was a man carrying a box that played much music. There was words written in flameless lights. Powerful magic. But most noticeable was the omnipresent yellow and black wheeled horses. Perhaps one of the knights who rode these steeds would know where castle Great Neck was at. He stopped one and asked. The knight said, "Look mac, as long as you got the bread I'll drive you to anywhere you want to go."

Let us proceed without delay," The desperate man cried.

The taxi turned onto Hicks Lane and the knight said, "Hmmm, that'll be thirty two sixty, mac."

"Thirty two sixty?"

"Yeah. Say just a minute, you do have the bread."

"Certainly, would you like pumpernickle or rye?"

"Oh, a wise guy huh? Well next stop is the police station."

7

The desperate man dived out of the moving vehicle and scrambled off into some nearby bushes. He stayed hidden until nightfall. A full moon lit the street. The desperate man came at last to #109. He removed a letter that was taped to his leg. He started to place it in the mailbox.

"Just a minute mister!"

The desperate man looked around. An off duty mailman stood on the sidewalk.

"Are you trying to take away my job? Put a stamp on that and let me deliver it!"

The cowed desperate man handed the letter to the mailman.

"Go on home and get some clothes on!"

The next day, the wizard Ericane recieved the following message:

Enclosed is \$6.00 for 10 issues of Anduin. Also find \$\$ for a game fee & \$\$\$ for NMR deposit-returnable. Sign me up for Anarchy and 1885II. Put me on all standby lists.

-Gregory Stewart.

((Will do Greg and I must that that was an excellent story! I've added 3 extra issues to your sub and I hope to add more later if you'd care to tell us furthur adventures of the desperate man!))

+++++
1981IE"Spring, 1904"

"Winter, 1903"

England: Builds F Lon & F Edi.

Italy: Builds F Nap.

Austria: Removes F Alb.

Turkey: Builds F Smy.

The vote to combine seasons passed. Everyone was informed of the builds around the first of the month and so...

ENGLISH STAB RUSSIANS, FRENCH STAB ENGLISH, ITALIANS STAB TURKS, RUSSIANS AND TURKS GO FOR EACH OTHER'S THROATS, AND AUSTRIA JUST STANDS AROUND!!!

England (Brooks): E DEN-Swe; A Nwy-ST.P; F BAR S A Nwy-St.P; F Lon-NTH; F Edi-NRG; E HOL-Kie.

France (R. Ellis): F Bre-ENG; F Spa(sc)-MID; A Gas-BRE; A Mar-BUR; A Bur-RUH; A BEL S A Bur-Ruh.

Germany (P. Byrne): A Ruh-Mun; F KIE-Ber.

Italy (Hakey): A MUN S RUSSIAN A Sil-Ber; E ION-Gre; A Ven-TYR; E NAP-Ion; F TUN S F Nap-Ion.

Austria (Palter): A SER S A Bud; A VIE, A TRI, & A BUD S A Ser.

Russia (Murray): A RUM-Bul; F Sev-BLA; E St.P(nc)-Nwy; A Gal-WAR; F SWE S GERMAN F Kie-Den; A SIL-Ber.

Turkey (Quirk): A BUL-Rum; A CON-Bul; A GRE S A Con-Bul; F AEG S A Gre; F Smy-EAS.

The German A Ruh and the Russian F St.P(nc) are both dislodged and, having no place to retreat, annihilated. Orders for Fall, 1904 are due by April 9, 1982.

PRESS:

Moscow: Don't worry gang; we're practicing our English. German is a dead language (except in Austria).

Lon-Par: Excuse the fleet in London but you built a fleet in Bre.

Paris-Berlin: Great Diplomacy Phyl! England attacked you,

France attacked you, Italy attacked you, Russia's in Silesia. I'd imagine Austria would have helped but he had to fight for his life. Turkey probably would have helped if he could. Congratulations!

+++++
1981KE Press Releases:

Germany-Italy: Ha, ha, ha. Back off before I take your move seriously.

Edinburgh: It's now or never!

Carter-Martin: Don't feel too bad Dick. I usually get attacked by everyone even when I do write. It's called 'pick on the foreigner.

Moscow-Paris: So long as you don't develop a taste for Russian tea! You wouldn't like Russian Tea; It's Strong and Bitter.

+++++
1981KI-formerly Epsilon. "Winter, 1901"

Don Ditter has sent me the Boardman number for this game. It is 1981KI. Players should use this # when communicating with each other and with me. Debbie Osborne reached me in time to stay in this game but Bern Sampson did not. I'm glad to see that five of the original palyers have decided to continue playing. Anyway, here are the adjustments for Winter, 1901.

England (Chisholm): Builds F Edi. Also has A Lon, F's Nwy, & Nth (4).

France (Hakey): No builds. Has F Eng, A Bur, & A Mar (3).

Germany (S. Lorber): Builds A's Mun, Kie, & Ber. Also has F Hol & A's Bel & Den (6).

Italy (Quirk): Builds A Ven. Also has F Tun & A's Boh & Tyr (4).

Austria (Murray): Builds A Bud. Also has A's Ser & Vie & F Alb (4).

Russia (Belliveau): Builds A War & A Sev. Also has A Gal, A Rum, F Bla, & F Swe (6).

Turkey (Osborne): Builds F Smy. Also has A's Bul & Ank, & F Con (4).

Orders for Spring, 1902 are due by April 9, 1982.

PRESS:

Aballah-World: Most humble apologies.

Aballah-World: Here we go at last!

GM-Rick Slaughter: Thanks for standing by for Turkey even though you're orders were not needed.

Ank-Bla: Wanna convoy?

+++++
1981IM -The Great Neck game "Spring, 1904"

ITALIANS CLAIM IBERIAN PENINSULA

England (Bloom): A Yor-WAL; F Ska-NTH; F Bar-ST.P(nc); F NWY S
F Bar-St.P(nc); F Den-KIE; F HOL 6 F BAL S
F Den-Kie; A BEL S FRENCH A Ruh.

France (B. Lorber): A Mar-GAS; E_LYQ-Tyn; E_N.AE-Tun; A_BUR-Mun;
A RUH S A Bur-Mun.

Germany (S. Lorber): E_Kie_H; A MUN & A BER S F Kie.

Italy (Brooks): F Mid-SPA(sc).

Austria (Nadaner): A Ven-PIE; A TYR S A Ven-Pie; E_NAP-Tyn;
E_ION-Tun; F Tri-ALB; A Vie-BOH; A Bud-GAL;
A_BUL-Con; A_SER_S RUSSIAN A_Rum-Bul.

Russia (Halpern): F PRU S GERMAN A Ber; A SIL S GERMAN A Mun;

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A_RUM-Bul; A UKR S A Sev; A SEV "Pisses on the
Turks" H.

Turkey (Ferguson): A_ARM-Sev; E_BLA-Rum; F CON H.

The German fleet Kie is dislodged and retreats to Hel (Not
the zine!). Orders for Fall, 1904 are due by April 6, 1982, and
order for Winter, 1904 are due by April 8, 1982.

+++++
While I have this space I would like to apologize for the numerous
typos you may have noticed last issue. This was due to the fact
that I was unacostomed to the word processor but I'm getting more
and more used to it so future issues ought to be better.

+++++
ANDUIN is a journal of postal Diplomacy put out every 15th of the
month by me: Eric Kane, 109 Hicks Lane, Great Neck, NY, 11024. My
phone # is (516) 466-0797, call between 4.00-10.00pm on weekdays
and 12.00-10.00pm on weekends (EST). Subs are \$6/10 issues but
you can get a discount by subbing for more as follows: \$11/20
issues, \$20/45 issues and \$100 will get you a lifetime sub and my
eternal gratitude! All game fees are \$2 with a \$3 refundable NMR
fee which will be returned to at the end of your game or when your
country is eliminated, whichever comes first as long as you
haven't NMR'd during the course of the game. Currently I don't
have any openings in Regular Diplomacy. I do however, have
openings in a few variants: Anarchy (no gf) already have 12
signed up (I think), Africa '82 a new variant made by Ken Halpern
(printed last issue) 2 signed up, 1885II -4 signed up and
Middle-Earth 3 signed up. I will not run the 1885II game at the
same time with ME. So whichever one fills first will be the first
one I will run. If you have signed up for one of them and would
also like to sign up for the other in case yours doesn't start,
just drop me a note saying so. If you don't have a copy of my
HR's, just drop me a note and I'll send you a copy.

+++++
Stand-by list for Regular Dip: Ellis, Murray, Hakey, Halpern,
Lorber, Bloom, Brooks, Slaughter, Quirk, Chisholm, Scheifler,
McCloud, and Stewart. + Jung.
Stand-by list for Kingmaker: Dupont, Quirk, Brawner.
Stand-by list for variants: Slaughter, Scheifler, Fleming, and
Stewart.

If anyone wants on or off the above lists, just let me know
and I'll be happy to do so. I am fairly comfortable with the
number of Stand-bys I have right now but it wouldn't hurt to have
more. If you take over a position and complete it, you earn
yourself 2 free issues of Anduin on your sub. All that is
necessary to ~~be~~ SB is to maintain a sub to A.

+++++
Thanks to all who wished me a happy birthday! I appreciate it!
+++++
1981IF

"Fall, 1902"

During the Autumn, England retreated F Hol-Eng and Austria
retreated A Gal-Bud, & F Gre-Alb. All players were informed.

GERMANS PERSONALLY WELCOME NEW FRENCH GOVERNMENT

England (Quirk): A Nwy-ST.P; F BAR S A Nwy-St.P; F Nrg-NWY; F NTH
S F Nrg-Nwy; F Eng-MID.

France (Chisholm): A SPA S A Bur-Mar; A Bur-MAR; A_FAR-Pic.

Germany (Knight): F Bal-SWE; A DEN S F Bal-Swe; A BEL-Pic; A Mun-BUR; A RUH S A Mun-Bur.

Italy (Palter??): NMR!!! A GAS, A BOH, F WES, F TYN, & F TUS U, H

Austria (Ozog): F ALB-Ion; A Tri-VIE; A SER-Rum; A BUD S A Ser-Rum.

Russia (K Byrne): A War-SIL; F Swe-Nwy; A St.P S F Swe-Nwy; A GAL-Bud; F RUM H.

Turkey (Nadaner): F EAS-Ion; A GRE H; F AEG S A Gre; A ANK-Con.

The Russian F Swe & A St.P have been dislodged and must retreated as follows: F Swe-Bot, Ska, Fin, or OTB, and A St.P-Mos, Lvn, Fin, or OTB (Note that if both are ordered to retreat to Fin, then both of them will be removed). The direction of these retreats and the Winter orders should be sent in no later than March 29, 1982. All players will then be informed of the retreats and builds and the Spring deadline will be April 9, 1982.

However, if 3 or more people request a separation between Winter and Spring, then April 9 will become the deadline of the winter orders. Regardless, the retreats are due by the 29 of March.

Here is the 1902 supply center chart:

England: Home, Bel, Nwy, ST.P (5). Even.

France: Bre, Par, Por, Spa, MAR (5). May build 1.

Germany: Home Den, Hol, BEL, SWE (7). May build 2.

Italy: Home, Tun, Mar (4). Must remove 1.

Austria: Home, SER, Gre (4). Even.

Russia: Mos, Sev, War, Rum, Swe, St.P (4). *****

Turkey: Home, Bul, GRE (5). May build 1.

***** If Russia retreats both units OTB, then she has a build. If she retreats one of the units OTB, then she is even. And if Russia doesn't retreat either OTB, then she has to remove a unit in the winter. See above for the deadlines. Will Greg Stewart, 618 Short Dickey, Greenfield, Ohio 45123, please stand-by for Italy? Thanks.

PRESS: If I find the room, I will print Ozog's rather larger press release. Unfortunately, it is not easy finding room for it.
 ++++++ "Fall, 1901"
 1982D

RUSSIANS RUSHIN' TO GET SKANDINAVIA

England (Carl): A Edi-NWY; F NRG C A Edi-Nwy; F NTH-Den.

France (Kaplan): F Mid-POR; A Gas-SPA; A Mar-PIE.

Germany (Slaughter): A KIE-Den; A Ruh-BEL; F HOL S A Ruh-Bel.

Italy (Scheifler??): NMR!!! A VEN, A APU, & F ION U, H.

Austria (McCloud): A Bud-TRI, F Alb-GRE; A SER S F Alb-Gre.

Russia (Hakey): A St.P-FIN; A Lvn-SWE; F BOT C A Lvn-Swe; F RUM H.

Turkey (Browner): A Smy-CON; F Con-AEG; A BUL-Gre.

Here is the 1901 supply center chart:

England: Home, NWY (4). May build 1.

France: Home, POR, SPA (5). May build 2.

Germany: Home, BEL, HOL (5). May build 2.

Italy: Home (3). Even.

Austria: Home, SER, GRE (5). May build 2.

Russia: Home, RUM, SWE (6). May build 2.

Turkey: Home, BUL (4). May build 1.

Winter, 1901 orders only are due by April 9, 1982. Will Randy Ellis, 8310 Grandview Ln, Overland Park, KS, 66212 please send in stand-by orders for Italy? Even though Italy has no

11

builds, I must hear from Don or I will replace him so as not to slow down the game. By the way, if all seven of you want the seasons combined, then they will be.

PRESS:

Constantinople-Rome: I did not choose war but if you're going to insist I may as well put myself in the best defensive position possible.

Paris: The Italian King refuses to recognize the historical ties of the Piedmont region to France. Let us settle this matter rationally, or I'll tear you to shreds.

GM-Turkey and France: What's a matter you donna like Italien food? ++++++

Attention all players in Anduin! You may have noticed that the deadlines for all of the games is April 9th, not the usual 10th. This is due to too many headaches I get rushing at the last minute to finish up in time. This new deadline date will remain the same until I can figure out a more productive system. Sorry for the inconvenience.

+++++*+++++
Looks like I was wrong about Glenn Overby folding his zine JIHAD! Word is that it should have been out already. That was two weeks ago. Something smells fishy about this to me!

+++++
1981IR "Spring, 1902"

ANGLO-GERMAN ALLIANCE FORMING IN THE NORTH

England (Bloom): F LON-Eng; F Liv-NAO; F Nth-NRG; A BEL S GERMAN
A Ruh-Bur; F Nwy-SWE.

France (Martin): F ENG S ENGLISH A Bel; A MAR-Bur; A PAR S A Mar
-Bur; A Spa-POR.

Germany (Carter): A Hol-RUH; A Ruh-BUR; A MUN S A Ruh-Bur; F DEN S
ENGLISH F Nwy-Swe; A Kie-BER.

Italy (Kollmer): A TUN & A VEN H; F Ion-EAS; F Nap-ION.

Austria (Scheifler??) NMR!!! A GRE, F TRI, A GAL, 6 A BUD U, H.

Russia (Furey): F SEV-Bla; F RUM S F Sev-Bla; A MOS-Sev; A UKR S
A Mos-Sev; F ST.P(nc)-Ion (Imp); F Swe-San Fran
-Cisco (Imp).

Turkey (Felella): F BLA-Sev; A ARM S F Bla-Sev; A BUL H; F CON S
A BUL.

The Russian F Sweden is dislodged and must retreat to Ska, Bot, Fin, Bal, or OTB. The direction of this retreat should be sent in by March 28 so that I can inform all of the players. The deadline for "Fall, 1902" orders is April 9, 1982. Will Larry McCloud, 520 Geary, San Francisco, CA, 94102 please stand-by for Austria? Thankyou.

PRESS:

Germany-Russia: Sorry Ted. A/R looks too formidable a foe in my rear and your build of F St.P(nc) shows that you are going to be too aggressive in the Nord country.

GM-Germany: That's right! Trying for SF and the Ionian sea in one turn!

Germany-France: 5 words on the back of a RETALIATION does not a letter make.

The Vatican to Vienna and Sevastopol: Don't get any ideas. I have friends in high places.

Paris-Great Neck: It's not my job to think. And you?

Great_Neck_Paris: It hurts to think too hard! I think.

+++++

FROM THE EDITORS

The following is a joint effort by Brian and I. We are going to name it after the Saturday Night Live's Point-Counter-Point. Any time we have the time (or space) to do this we will try to. None of the following should be taken seriously.

This month, we will discuss Brux Linsey's house rules:

POINT (Eric Kane) : It has come to my attention that some people feel Bruce Linsey's house rules are a bit cumbersome. This is the most ridiculous accusation I have ever heard in my entire life! Linsey has the most complete set of HR's in the hobby. Think of the long hours he worked making sure that nothing would go wrong in a game. For instance, one might easily mistake the North Atlantic Ocean as a supply center had he not pointed out that it wasn't. Think of the problems this could have caused. Besides, a little over one hundred isn't too many.

COUNTER-POINT (Brian Lorber): Eric you barbaric twit!; Even if you were literate I don't think you would relish the prospect of shuffling through the fourty odd pages of rules, re-written rules, amendments, and overall **DREK** one finds (or tries to find) when "leafing" through that volume. As for completeness, go read it first and read all the angry letters about all the little holes, like season seperation that he didn't fill. Think of the problems he **Did** cause with these rules. What have you to say to that, O Fool of little brainpower?!!!

POINT (Eric Kane): Brian, I'd call you a pointy headed babbon but the Humaine Society would probably have me arrested! It's obvious to the more intelligent of our race that you are an simple-minded simpleton who can't even count past fourty much less have a single iota of patiance to read that far! Where do you get your facts from; The NY institution for the mentally disturbed??? Or perhaps you fabricated these lies inside that pea sized empty shell you call a brain. Brux didn't cause any problems with his house rules, all the little morons like you just couldn't understand them! Pinhead!

COUNTER-POINT (Brian Lorber): Eric, the only reason that words such as pinhead, and others longer than five letters crept into your diminutive vocabulary is because they are on a little tag your mother ties to your jacket whenever you are allowed outside the house. You and Brux fit into the same category, and remember, he is a person who can't even draw his r's correctly when signing his name. (figures they made him a New York teacher.)

(Eric): "Yes, uh well, we're out of time for now! If anyone has any comments or any suggestions about what we should debate in upcoming months, would be appreciated and welcomed. Some possible topics we have thought of are:

John Caruso's "Morris" tee-shirt, (does it ever get washed??).
The ability of Konrad Baumeister to think coherently while listening to The Grateful Dead pound it out.

On a scale of 1 to 10, how Dickie is Crud (or how Cruddy is Dick). Does Rod Walker really wear Black Mascara? And, if so, can it be used as head polish for Mark Berch?

How many times have you heard Bob Sacks say this phrase: "Lets get organized!!!!!!"

Jack Masters, "The new Rudyard Kipling"?

Kathy Byrne ('nuff said!)

+++++
1981IP Press(!)

((Here it is, Ozog's press release!))

(The Royal Palace, Vienna, July 1901) The candelight reflected in our eyes and wineglasses as I toasted to Katherine of the Russian empire. We sat at the Oaken table while I summoned one of the servants.

"Gary, please pour us some of that old Russian vintage."

Gary filled our glasses with the fine, clear liquor and I toasted to Katherine again, "It's a good vodka, 1850. In fact, it was brought all the way here from Vladivostok, via Moscow. Some say it has the soul of the Tsar himself trapped within, the tragic result of his drunken state from it, when he staggered and tripped into his glass liquor cabinet to his death. Regrettable. It was rumored to be a Mongrel curse, but that's an old wives' tale."

She responded with a mere, "uh huh."

"I could tell you were impressed," I added.

Food was served, a fine roast venison accompanied by uncountable exotic vegetables and fruits. The Russian empress ate very politely, then set down her napkin and questioned my motives.

"Look Eric it's all very nice and you're very nice and I especially like your silverware but what about business at hand and why are you doing all this? You know what I mean?" She sputtered at 78 r.p.m.

"Of course, of course, I understand you well," I half laughed while trying to choke gracefully on my food, "I want to patch up our differences, and besides, it isn't on every new moon I get to treat you to dinner. And contrary to popular opinion, I can be nice too."

"What about Galicia?" She demanded.

"Ah, Galicia! How I love your lonely forests, rugged hills and quiet valleys. In fact, our confrontation there reminds me of an encounter I had with a bandit who attacked me upon the road outside of Varna," I frowned slightly, trying to recall, "... the year was 1305. Hmm, I believe I was training for the guard at the time...do you believe in reincarnation?"

"WHAT? Are you out of your mind?"

"Please, be patient! Do you ever remember being somewhere and thought that you were there before but you never were?" I guess I sounded a little too cryptic to her, for she only shrugged. I continued on.

"Regardless, I quickly overpowered the rogue. He was a poor S.O.B., one can always tell the misfortunate. He begged for mercy and I let him have it. Mercy, that is. I then gave him most of my weekly pay and my fur lined cloak, telling him to find honorable work and to never forget who gave him a generous new start on life.

"He of course looked wide eyed and open mouthed. He had bad teeth and bad breath and called himself "Vlad". He thanked me profusely, slobbering on my hand and then I told him to get lost. He did.

"And do you know what happened? I met Vlad once again! It was five years later on a dismal misty morning."

"I was on patrol for the Prince Novi Kortan, out on the accursed Lodgorske Plateau, and my scouting party was ambushed by men of the rebel Axintele, a dissident Bulgarian who was really Rumanian. That's why he was dissident.

"The small battle went poorly, and ended quickly. I and my men were exhausted from a week on the plateau with little provision, Novi being a bastard of a prince. All in my group were killed and robbed of what little value we had, including our half dead horses. I was left for dead with a near fatal wound in the side.

"But then Vlad arrived! He was on his way across the plateau with a horse and cart to go to Varna, where a few bushels of grapes would fetch a high price at that port city. He had become a farmer and had a family, with a small tract of land outside of Silistra on the Danube. He found me and brought me back to his home and they nursed me back to health. He did not realize who I was until I later recovered. So the thief-turned-farmer had had a change of heart after all."

Tears were in Kathy's eyes and she sobbed, "But what does it all mean?"

"Well, I now in the present, am that vulgar thief. And I ask you to be kind and to be generous so I can repay you."

"But how?"

"I have a way. Come this way." So I rose from the table, taking her hand and led her to a room at the end of the palace. Inside was an immense multicolored dome with a round door and a few dials and push-buttons on the front. Kathy was somewhat on her guard again.

"What the hell is that?" She accused.

"It's a time machine. You and I change history and forget our past, especially Galicia," I said, setting the digital dial to February, 1901, "you see? We go back in time together and sign a peace treaty of everlasting friendship and that is that."

We stepped inside the dome. Kathy softened up a bit, recalling my story and instantly brightened and exclaimed, "Of course!" By the gods, the women can turn her emotions on and off like a spigot.

I then pulled my fast one.

I hit the power button, reset the date two millenia to the future to the year 3901 and backstepped quickly out, slamming the transparent door. I had her! A loud humming began and she disappeared. Rid of her at last!

I hugged myself and laughed, "Heh ha, so-long Kathy Byrne! Heh ha ho har...heh...what?" I felt a hand on my shoulder and whirled around and cried, "Yahaahahah yah ya!!"

It was Kathy Byrne! My great victory shattered to pieces! She was supposed to be trapped in time! "You should be in there!" I complained and pointed to the now empty time dome.

"NO!" She countered, "that was one of my clones! I watched the whole fiasco on closed circuit television within the safety of my coach from a miniature camera embedded in the diamond which hung around her neck so now I know I could never trust you and I'm leaving."

She walked to the palace back door and I just stood there open mouthed as she exited. I was crushed and didn't even bother to call the guards or sic the dogs on her. She had won....for now. I rushed out to the back door and called out to Kathy, "Still think of me though! I did give your clone a last meal!"

((I guess that makes Kathy a Dick Martin clone huh? Maybe not!))

England: In a speech today the Prime-Minister announced that British troops had entered St. Petersburg in order to stamp out the Bolshevik revolution which had taken control of the city. "The Russian Army had been unable or unwilling to put down the rebellion" said the P.M. "We had to act before these anarchist revolutionaries could spread their posion to other parts of Europe." The P.M. blamed the repressive policies of the Russian government for the revolution, and said that "British troops would remain in St. Petersburg until the Russian government agreed to make certain reforms." The P.M. closed by saying that British troops would go "Anywhere at any time to fight anarchy and rebellion." When asked about the British retreat from Belgium, the P.M. replied "That was a strategic withdrawal."

+++++ Well, I guess that's about it for this issue of Anduin. Brian's new zine Helcaraxe appears on the next page and from what I've seen of it, it looks pretty good. I hope you enjoy it.

+++++ You may have noticed on the front page a little notice which says circulation on it. This is the number of issues I send out each month. I will try and print it each issue so you will know where Anduin stands and how many people read this thing. I was too embarrassed to print it before now!

+++++ 1982D Press:

((I don't have room for Ernest's other press releases so I'll hold them until next issue if he wants me to.))

St. Petersburg-London: Hi.

St. Petersburg-Berlin: Greetings frome El Tsaro to the Kaiser! I wonder what the weather is like in merry old England?

Rumania-World: Hmm... lots of armies around... must be time to ask for support from the boss, El Tsaro himself...

El Tsaro-Rumania: "El Tsaro helpeth him who helpeth himself; and him who helpeth himself getteth a bigger helping!"

St. Petersburg-Paris: Oh noble Presidente, El Tsaro looketh forward to meeting you. In the meantime, enjoy the Iberian peninsula-it's all yours!

St. Petersburg-Rome: Great and powerful Pope, all the Christian World does look to you for leadership-but be careful that such worldly fame and honor does not overwhelm thee.

helcaraxe

March 15, 1982 Number 1 Camelot Kingmaker Diplomacy I

Brian Lorber 7 Polo Rd Great Neck, N.Y. 11023
(516) 829-8045

Brian was getting a bit depressed. Winter was getting to him with a foot and a half of snow outside. Life was dull, and he needed something with which to occupy his time in a worthwhile fashion. (When you take into account that he doesn't ski, there isn't a helluva lot he could've done.) "Think of something you enjoy doing", he said to himself. Beatles records and milkshakes would leave him deaf and fat and after about a month it would start to get boring. He went up to his room and looked at his shelves full of dust-gathering wargames. Life had been excruciatingly boring since the group had started its umpteenth Dungeons and Dragons campaign with one of a number of G.M.'s. Ever since being at Gencon East and seeing the total commercialization of a game in such tasteless forms as stuffed teddy-dragons and kiddie electronic games, he could not bear himself to play it.

From the moment he saw a shredded conference map poking out from under countless S.F.I. errata sheets he knew that it was time to publish a dipzine. He had tried that once before, starting over the summer with a close friend and putting out a premiere issue. It was a hassle however, every word going into the zine needed the approval of both pubbers and therefore neither had any freedom. An arrangement like that couldn't last long and finally broke up the partnership. Unfortunately for Brian, he didn't own a typewriter and his partner did and the partner took over completely. Brian then took an oath, "If I ever find a decent way to type things up, I'll start publishing!"

Summer had faded into Fall and Fall into Winter and during this time Brian acquired an Apple II computer. Later on, a word processor and a friend with a letter-quality printer. A dipzine was born!

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Helcaraxe, the newest publication (Take that Kane, and that!) for the play of various postal wargames, is put out monthly by Brian Lorber (address above) on a nifty little word processor which said publisher has for his microcomputer. Subs are \$6.00 for 10 issues and include a sub to Anduin, the rag this thing is wrapped in. Gamefee is \$5.00 for a game of regular diplomacy, which is all that I'm offering at the moment. Gamefees include a \$3.00 N.M.R. fee which is returnable at the end of the game to those who do not N.M.R. during the course of a game.

I'm only kidding about Anduin above. I would like to thank Eric for all the help that he's been in getting Helcaraxe off the ground and having it go piggyback with his well established and respected zine.

Now that I've gotten all that heart rendering flattery and praise off my chest (without throwing up all over the carpet) On to the next page.

Helcaraxe Houserules

I. The 1971 rules of diplomacy, as packaged with the Avalon Hill version of the game, will be used as far as possible with the limits of postal play.

II. In order to enter a game in Helcaraxe, you must submit a gamefee, N.M.R. fee and sub fee (unless you already are maintaining a sub.) All people who currently subscribe to Anduin have a sub to Helcaraxe for the duration of their Anduin sub.

III. All money remitted must be in U.S. currency. It's the only type my printer (and therefore I) will accept.

IV. Stand by positions are available to anybody with a current sub. People who finish out stand by positions will be awarded 3 free issues for their efforts.

V. Each submission of orders must include your name, Boardman number of your game, season, and country name. A signature is required at the bottom of your orders. In addition, if you are playing in two or more games, put your orders on a different sheet for each game.

VI. I take no responsibility for the mail service. Myself and Kane have different zip codes; remember this when sending out orders to us. My address and phone number are on the front cover.

VII. If you need to phone my house to submit orders, please call no later than 10:00 PM. In my family only I and my brother Sean play Diplomacy and can take orders.

VIII. I don't allow people to play under pseudonyms and anyone found doing so will be ousted from their game and replaced.

IX. In adjudication of games, the abbreviations set down by Rod Walker in The Gamer's Guide to Diplomacy will be used. When sending orders to me, any translatable notation can be used but if I can't read it, I can't use it.

X. The winner of a game will receive however many free issues as he can argue Eric Kane out of.

XI. Draws include all survivors and must be by unanimous vote.

XII. Any additions or changes that appear in a later issue of Helcaraxe supersede the rules found here.

XIII. Thirteen is your lucky number. The houserules just ended.

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Rule IX can use a little clarification. Suppose I should receive from a player the move A Hln-Blg. I can figure out that this means Holland to Belgium and not Hol to Bulgaria or whatever such combinations are possible. Orders like F Nor-Nor however, will be totally ignored since they are impossible to figure out. As a general rule, try and use a standard set of abbreviations and stick to it. It will be greatly appreciated.

.....

For all you lucky people who live in the New York tristate area there will be another Byrnecon, number 9, to be held at the home of Kathy Byrne and John Caruso, 160-02 43rd Ave, 2nd floor, Flushing, N.Y. 11358. Write to them for details. As a gamer who

has attended the last two cons, I can tell you that they are a helluva lot of fun.

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Earn free issues in your spare time!! Anyone who submits an article for publication in Helcaraxe will receive two free issues per typed page. Letter writing is also very much appreciated. According to Kane, Anduin and Helcaraxe will reach over 60 subbers this month. Let your opinions be heard, write a letter for Helcaraxe today!

.....

I need standby players for diplomacy and Kingmaker games desperately. At the moment I have but one km standby and 0 dip standbys. Unless someone signs up I may be forced to draw people from the Great Neck group and you know how they play. Of course a few game entries wouldn't hurt. Eric Kane tells me that he has just closed game entries in Anduin and that I will take a few game entries from him. I will also run the Kingmaker game I was formerly running for him in here. I still have room for about 4 or 5 more games. Send me all your money (To Kane actually, he's our little bank.).

.....

New Game Begins!!!

These 7 entries were given to me by Kane after he had decided not to run another game himself. Since our publications are printed and mailed together this will not affect any players in the game. Until this game is assigned a number by the boardman number custodian the name "Helcaraxe I" should be used for reference between the players and myself.

The deadline for Spring 1901 orders is April 10, 1982 at 6:00 EST. Have a happy slaughter!

Austria: John Robb, 26 South Lake Ave, Troy, NY, 12180

England: Richard Hershberger, Box 12930, USCB, Santa Barbara, CA, 93106

France: Kenny Halpern 11 Bellingham La, Great Neck, NY 11023

Germany: Ed Wrobel 6 Randall La, Baltimore, MD, 21208

Italy: Jeff Ellis 8310 Overland Pk, KS, 66212

Russia: Dave Anderson, 219 Oakland Ave, Apt. 2, Pontiac, MI, 48053

Turkey: Eric M. Ozog, 1526 N. Lawler Ave, Chicago, IL, 60651

Only 4 out of the 7 participants in this game sent in preference lists and therefore many of the players did not receive choices they would have preferred. In the future, try to send in preference lists with your gamefees, it really helps.

.....

If all goes right, this should be the last two lines of the third page. (of course, with a word processor, one never knows!)

The following book review was sent in by **Scott Cameron**.

NO FRILLS SCIENCE FICTION - Published by Jove (\$1.50)

This book is not supposed to be a serious piece of fiction but is instead intended as a novelty item. The cover is modeled after the sparse black and white labels of the "no-frills" products available in supermarkets and doesn't even have a title or author, just the generic appellation "Science Fiction" and a jacket blurb which reads: "Complete with everything: aliens, giant ants, space cadets, robots, one plucky girl." The text is a scant 58 pages long.

To consider the book seriously for a moment, the best thing that can be said about it is that it's short. In this book, frills apparently include plot, characterization, theme and various other "extras" that clutter up other books. To be sure, everything the blurb promises is present and in addition there are space warps, a library planet, time travel, voyages to Pluto and a plot to destroy Earth. I won't even try to recount the story-line. Suffice it to say that if you tried to combine every story Robert Heinlein ever wrote with every cheap 1950's horror movie made into a single story about 10,000 words long this would be the result.

Apart from the criticisms outlined above, the book also fails as a "no-frills" product. At a dollar-fifty for about 60 pages you're spending two-and-a-half cents a page whereas most books are closer to a penny a page. The book's one redeeming factor is the occasional instances of humor and satire. The ending is also quite good, even if it's barely comprehensive, and contains none of the phony, namby-pamby happy ending garbage which is usually a requisite for most books.

However, "Science Fiction" was never intended to be taken seriously, despite what you may have heard about Jove coming out with more of these. The contents of this book can best be compared to the news story under a newspaper headline that appears in a movie. You're supposed to be reading the headline which contains the important stuff (like "Crazed Ax-Murderer Escapes From Asylum, Vows Venegance") while the two or three paragraphs beneath are only present to make the headline look realistic. The main point in owning this book is probably to keep it laying around the house to show your friends so they can get a chuckle or two out of it. The concept is more important than the content.

There are three other No-Frillsbooks out, one on romance, one on mystery, and one on westerns which presumably do the same thing for the genres that this book does for sci-fi. If you can go for the humor of the thing, it's probably worth plunking down a buck and a half for it. And I do like that ending.

((Thank you Scott, for that excellent book review. It is so good in fact, that I will probably submit it to my English Teacher for my next book report. (only kidding.) Anyway, 2 free issues have been added to your Anduin/Helcaraxe sub.))

REAL BAD JOKE: My father was telling me about the depreciating quality of Italian cars, especially one nicknamed "the Ronzoni". It Ronzoni when you push it.

Camelot Kingmaker - Turn IV**Press**

From the Bristol Times: "A group of select men from Bristol and Milford Haven have announced that they will be travelling to the Isle of Man to investigate recent rumors of a paganistic revival on that island. According to Bishop Luis Trentini, the leader of the expedition, they will also be investigating a connection between Lord Stanley and the death of Queen Margaret."

Douglas: Lord Stanley's coming to Long Island.

Brecon, Wales: Stories of strange happenings just north of here have attracted the attention of powerful lords. At the request of the the Chamberlain of the County Palantine, the Bishop of Carlisle will be investigating in person and reporting to the Archbishop.

Movement:

Westmoreland (Ditter): Berkeley holds inside Berkeley castle; Herbert moves Cardigan-26-33-Llanstephen.

Warwick (Hakey): Courtenay/Beaufort/Howard from Warwick - Tewkesbury - 20 - Heresford - 25; Neville from Harlech - 12 - 13 - 16 - 21 - 25.

Buckingham (Nadaner): Stafford from Leeds - Rochester. Plantaganet (of Lancaster) from Windsor - Black Heath - Rochester. Le Lucas from Caister - 28 - 27 - 26 - Rochester; Le Rose from Carisbrooke - 20 - 22 - 24 - 26 - Rochester.

Crusader Rabbit (Murray): Percy/Clifford/Greystoke from York by road to Shrewsbury (lay siege); Plantaganet (of York) from Stokestay - 21 - 20 - 23 - 28 - Llanstephen (lays siege, see below).

Cult of Cthulhu (Cameron): Stanley hold in Douglas; Le Michael from Milford Haven - 9 - 7 - 4 - 2 - Douglas; Scrope/Grey from York to Shrewsbury by road (lays siege)

The Shrewsbury siege has been accomplished without any loss to the attacking force. The Crusader Rabbit/Cthulhu alliance was continued for this turn. Over in Llanstephen, Herbert moved into the castle before the Plantaganet came to lay siege and therefore was captured, along with George of Clarence. According to the wishes of Mark Murray, both have been killed and all crown cards that belonged to Herbert have now been returned to the deck.

I believe it is time to print an update of all nobles on the board and their possessions. This should clear up a good amount of questions and save people the time of shuffling through back issues of Anduin. Here we are:

| | |
|------------------|---|
| Westmorland: | Berkeley; Earl of Westmoreland, Captain of Calais, Newcastle. troop strength-(3)80. |
| Buckingham: | Stafford; Treasurer of England, Le Lucas, Coventry, Carisbrooke, Ipswich, 30 Burg Cross, Le Swan. troop strength-110 |
| Warwick: | Neville; Chamberlain of Chester. tr str-300/100 Courtenay; Swansea. troop str-30 Beaufort; Bishop of Carlisle. tr str-60/30 Howard; troop strength-10 |
| Crusader Rabbit: | Percy; Warden of No. Marches, Bishop of Durham, |

Lancaster. troop strength-280/150
 Clifford; Earl of Kent. troop strength-40
 Greystoke; Earl of Salisbury. troop str-40
 Cult of Cthulhu: Stanley; Earl of Richmond, Le Michael, Bristol
 troop strength-90
 Scrope; Earl of Worcester, 30 Burgundian
 Crossbowmen. troop str-70
 Grey; Earl of Wiltshire. troop strength-50

The Plantaganets have a tendency to bounce around a bit and I will therefore list them seperately.

Duke of York: Plantaganet (York), Marshal of England
 trp str-150 owned by Crusader Rabbit
 Duke of Lancaster: Plantaganet (Lancaster) troop str-30
 owned by Buckingham.

If any player finds anything wrong with these listings **please let me know!** It is imperative that our records check out with each other. I hope I have saved everyone a bit of trouble in printing this up and in future issues of Hel I will section off a portion of the Kingmaker pages for an update of this list and I will probably reprint the entire list, updated, every few months.

Event Cards:

Buckingham: Plague in Colchester and Ipswich
 Westmoreland: Storms at sea - no ship movement
 Crusader Rabbit: Embassy: King to Maldon!
 Warwick: Admiral to Rye with 2 ships. Warden of Cinque ports to Rye with 2 ships.
 Cult of Cthulhu: Plague in Cardigan and Swansea.

Stafford and the King are now in Maldon. I would like to thank Michael Quirk who submitted stand-by orders although they were not needed. **The deadline for turn V is April 8, 1982 at 6:00 PM.**

Your crown card for turn IV is _____

Ken Halpern, our resident variant maker, has submitted to me a new variant which appears to be one of his better efforts. Anyone who remembers Erebor (sob) #3 will remember Ken's other variant in print, Middle Earth #whatever, will remember Ken's ability to put out quite good variants on random subjects. Anyway, His latest offering is a variant named **Espana Vieja**, and it deals with a portion of Spain's history in which it was broken up into a number of Christian/Moorish mini-states. If anybody is interested in participating in a game of this, I think I would be interested in running it. Gamefee/NMR fee will be the same as regular Diplomacy. The map for Espana Vieja will be somewhere in this issue, (hopefully where it is when I send it to the printer.)

The rules for Espana Vieja are the same as regular dip with no special rule changes added. The listing of powers appears on the next page.

Espana Vieja - The 'Great' Powers

Portugal: A Coimbra; A Oporto; F Lisbon
 Leon: F Santiago; A Leon; A Salamanca
 Castile: F Amaya; A Madrid; A Toledo; A Burgos
 France: A Toulouse; 1 army + 1 fleet between Bayonne and Narbonne
 Aragon: A Saragossa; A Barcelona; F Tortosa
 Baleares: F Majorca; F Minorca; F Iviza

By the way, Ken invites anybody who wishes to to enlarge the map for playing use. People like Rod Walker and Fred Davis who run variant banks are also invited to file this away with their banks for distribution.

This page, the last to be compiled, is being done today, which is March 10, 1982. This date has double significance to me in that today is not only my 16th birthday (whoopie) but also signals the end of the world. It seems that on this day, all the planets in our solar system are lined up, which, according to some medieval superstition signifies destruction in the form of earthquakes, tidal waves, monsoons, and other such lively events. On the bright side, if this does turn out to be true I'll have a helluva party.

...And so comes to an end the first issue of Helicaraxe. I would like to thank those who were gracious enough to read this through and I hope you enjoyed my various ramblings. Please tell me what you think. (Of course, it's not that I don't get enough criticism from Eric but I already know what he thinks.) I hope this can turn out to be one of the more interesting zines in the hobby but I need the help of YOU. Next time you're whipping off a letter to your German ally or something send another letter here. It will certainly brighten my day as well as voice your thoughts.

Until Next Month,
 Brian Lorber

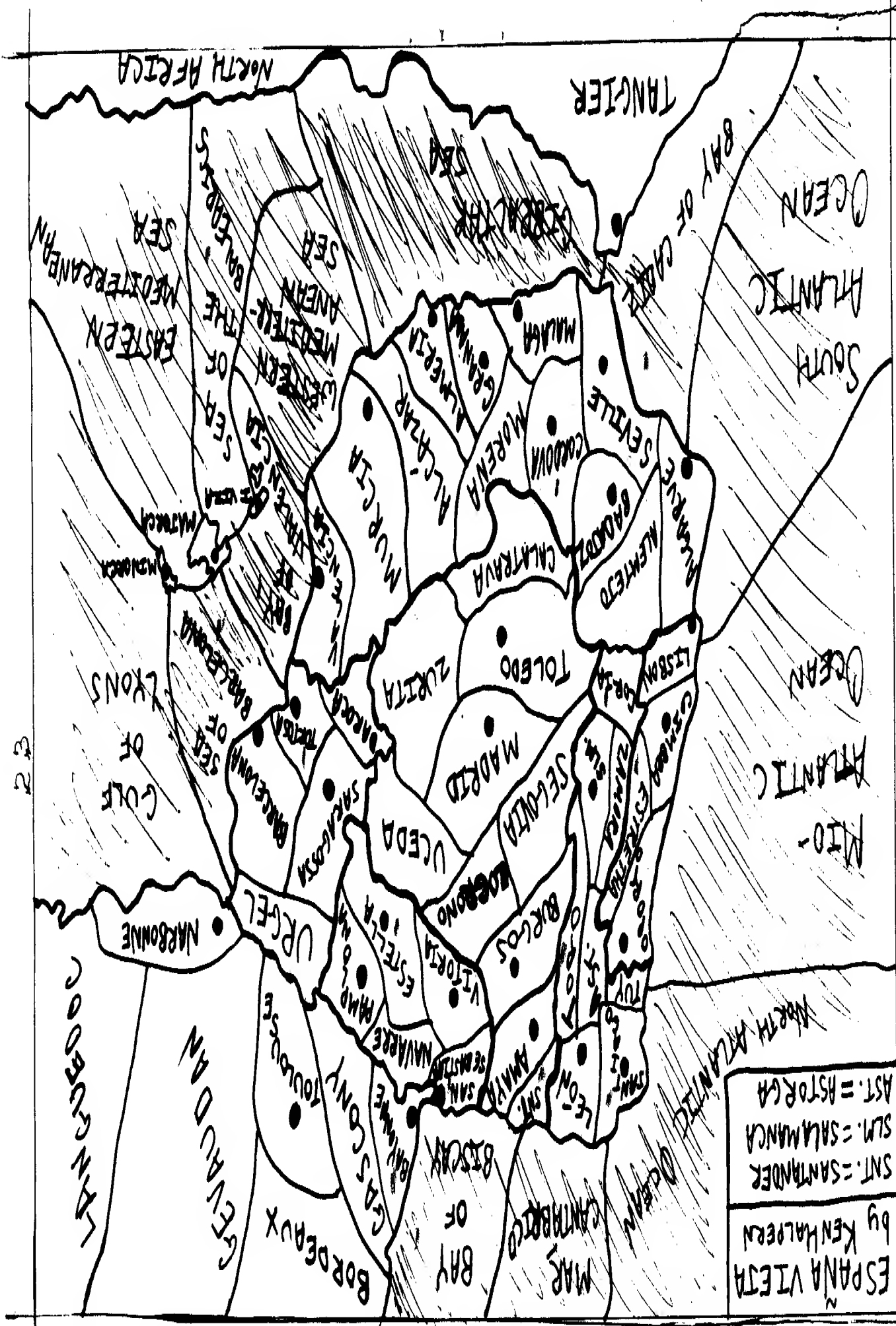
The



End

VK82

ESPAÑA VIETA
 by KEN HARPER
 SNT. = SANTANDER
 SLM. = SALAMANCA
 AST. = ASTORGA



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ANDUIN #8 / HELCARAXE #1

c/o Eric Kane
109 Hicks Lane,
Great Neck, NY, 11024
U S A
(516) 466-0797

FIRST CLASS MAIL

Send to: Rod Walker
c/o Alcala
1273 Crest dr,
Encinitas, CA, 92024

Your sub ends with issue # T

Sample _____

Complimentary _____

Please see pages _____

You are needed as a stand-by
in game(s) _____

Your code # for all
Anduin games is 24

It's time to renew! _____
Personal note:

Did you get my order for the
Youngstown sides?
How do I get a "designator"
for new variants?



V Kane
'82

